

INLINE DATABASE FOR RECEIVER TYPES IN OBJECT-ORIENTED SYSTEMS

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ABSTRACT

10 Systems and methods for implementing message dispatch for an object-oriented program are provided. Receiver type information is collected at a site of a method that dispatches messages to receiver objects. The receiver type information is saved for subsequent execution of the program. By saving the receiver type information, the program may be more efficient as it is not necessary to collect the receiver type information again. Additionally, inlining information may be saved with the receiver type information.